

# A VISITOR'S GUIDE



# DEATH VALLEY

## 2007 NATIONAL PARK

### Message From the Superintendent

The National Park Service staff and I welcome you to Death Valley National Park. We are extremely honored to be stewards of one of this country's Crown Jewels.

Our rangers are eager to share their knowledge of the largest American national park outside of Alaska. You can access points of interest by a variety of means, including auto, tour buses, four-wheel-drive vehicles, horses, hiking and private aircraft. Ninety five percent of the park's 3.4 million acres is designated wilderness, providing unique opportunities for quiet, solitude, and primitive adventure.

We invite you to explore and experience the rugged mountains, canyons and valleys that offer some of the most dramatic visual landscapes in the United States. Telescope Peak, in the Panamint Mountains, rises 11,049 feet elevation and lies only 15 miles from the lowest point in the Western Hemisphere, Badwater Basin at 282 feet below sea level.

These extremes of elevation support a great diversity of life. During your visit here you may be lucky enough to see coyotes and roadrunners in the desert shrublands, sidewinders and kit foxes at the sand dunes, bighorn sheep and chuckwallas in the canyons, tarantula and horned lizards in the high desert, mule deer and pinyon jays in the coniferous forest, or even

red-spotted toads and pupfish in the springs and wetlands. Some of the plant and animal species found in Death Valley occur nowhere else in the world.

Death Valley is world renowned for its colorful and complex geology, providing a natural geologic museum that represents a substantial portion of the Earth's history. The exposed desert landscape reveals unusual wonders such as moving rocks, singing sand dunes, and dramatic fault scarps.

Stop at our visitor center and ask a ranger about the many historic properties that exist within the park. Some of these display a continuum of mining activities and technology from the 1870's to the present. Visit beautiful Scotty's Castle, which contains a priceless collection of antiques and art objects that have immense public appeal.

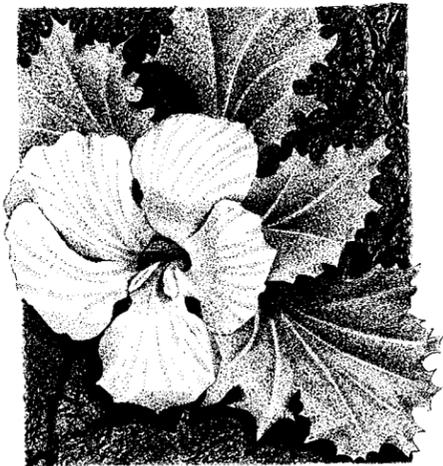
Death Valley has been the continuous home of Native Americans from prehistoric cultures to the present day Timbisha Shoshone Tribe. The Shoshone took advantage of the natural order of this region, establishing a pattern of life in concert with nature. Today we work with the Timbisha Shoshone Tribe to learn how we may best care for their ancestral homeland.

As you can see, there is a lot to do and enjoy throughout the year in this spectacular land of rippling sand dunes, rugged canyons and landscapes carved from primeval rock. Experience the night sky, the stillness of the desert and the overwhelming silence.

We the employees of the National Park Service are charged with preserving this country's "National Spirit." We care for special places saved by the American people so that all may experience our heritage

J.T. Reynolds  
Park Superintendent

*Darwin Falls*



*Rocklady Maurandya*

### What's Inside?

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**DEATH VALLEY**  
NATIONAL PARK  
(760) 786-3200  
nps.gov/deva

...to conserve the scenery and the natural and historic objects and the wildlife therein and to provide for the enjoyment of the same in such manner and by such means as will leave them unimpaired for the enjoyment of future generations.

*NPS Organic Act 1916*





## Regulations Protect Your Park

Death Valley National Park and its resources belong to everyone, we all must share the responsibility of protecting this land. Please remember and obey the following regulations during your stay:

- ▼ **Collecting or disturbing** any animal, plant, rock or any other natural, historical or archeological feature is prohibited.
- ▼ **All vehicles must remain on established roads.** This includes motorcycles, bicycles, and four-wheel drive vehicles.

All motorized vehicles and their drivers must be properly licensed. Vehicles with off-road registration "green stickers" may not be operated in the park.

- ▼ **Do not feed or disturb wildlife,** including coyotes, roadrunners & ravens. When wild animals are fed by humans they tend to depend upon this unhealthy food source rather than forage for their natural diet.
- ▼ **Hunting and use of firearms** in the park is illegal. Firearms may be transported through the park only if they are unloaded and cased.

▼ **Keep pets confined or leashed.** Pets are allowed only in developed areas and along paved or dirt roads.

▼ **Camping is limited to developed campgrounds** and some backcountry areas. For details on backcountry camping and to obtain a free permit, stop at the Furnace Creek Visitor Center or any ranger station.

▼ **Campfires are allowed** in firepits provided in developed campgrounds. They are prohibited elsewhere in the park. Gathering wood is unlawful.

▼ **Please do not litter.**

## New Interagency Pass Program in 2007

Visitors who will be touring this and other national parks or other federal lands this year can now benefit themselves and the park through the new interagency pass program, "America the Beautiful - The National Parks and Federal Recreation Lands Pass." The pass combines the benefits of previous recreation passes for five different federal agencies into one comprehensive pass.



The \$80 pass covers recreation opportunities on public lands managed by the National Park Service, Fish and Wildlife Service, Bureau of Land Management, Bureau of Reclamation, and U.S. Forest Service. The pass replaces the National Parks Pass and Golden Eagle Pass. Existing passes will remain valid until expired, lost or stolen. The new pass may be obtained at a Visitor Center or Ranger Station.

## Campground Information

Campground	Season	Elevation	Fee	Sites	Water	Tables	Firepits	Toilets	Dump Station
Furnace Creek	all year	-196'	\$18**	136	yes	yes	yes	flush	yes
Sunset	Oct-Apr	-196'	\$12	270	yes	no	no	flush	yes
Texas Spring	Oct-Apr	sea level	\$14	92	yes	yes	yes	flush	yes
Stovepipe Wells	Oct-Apr	sea level	\$12	190	yes	some	some	flush	yes
Mesquite Spring	all year	1800'	\$12	30	yes	yes	yes	flush	yes
Emigrant (tent only)	all year	2100'	free	10	yes	yes	no	flush	no
Wildrose	all year	4100'	free	23	yes	yes	yes	pit	no
Thorndike*	Mar-Nov	7400'	free	6	no	yes	yes	pit	no
Mahogany Flat*	Mar-Nov	8200'	free	10	no	yes	yes	pit	no

\*accessible to high-clearance vehicles only. 4-wheel drive may be necessary.

\*\*Furnace Creek Campground fee changes to \$12 per night from mid-April to mid-October

**RV Hookups** are available only at the concession-run Stovepipe Wells RV Park and the privately-owned Panamint Springs Resort.

**Texas Springs Campground** (Upper Loop) Limits on RV site use may apply in springtime to accommodate increased demand for tent camping space.

## Camping Reservations - 2007 updates

Beginning February 7, 2007 National Recreation Reservation Service will be responsible for making camping reservations for Furnace Creek Campground and group sites. Reservations can be made for the camping season of October 15 through April 15. Furnace

Creek Campground reservations can be made six months in advance. Group campsites reservations can be made 11 months in advance.

For reservations call toll-free at: **1-877-444-6777** or visit the website at **recreation.gov**

## Basic Campground Rules

- ▼ **Group size of no larger than 8 people and 2 vehicles is allowed per campsite.** Only one RV allowed per site.

Larger groups that want to camp together can reserve the group sites at Furnace Creek Campground.

- ▼ **Generator hours are from 7 AM to 7 PM, unless otherwise posted.** These hours are chosen to accommodate the needs of the wide variety of people who use Death Valley's campgrounds. Generators are not allowed at Texas Springs Campground.

- ▼ **Pets must be kept on a leash no longer than 6 feet at all times.** Keeping your pet leashed protects other campers and wildlife as well as your pet. Pet owners are responsible for cleaning up after their pets.

from top: desert trail; Rhyolite ghost town; Jayhawker inscriptions; kit fox; Panamint City ruins; Panamint daisy.

## Staying Safe & Sound



- ▼ **Water:** Drink at least one gallon (4 liters) of water per day to replace loss from perspiration. Carry plenty of extra drinking water in your car.
- ▼ **Heat & Dehydration:** If you feel dizzy, nauseous or a headache, get out of the sun immediately and drink plenty of water. Dampen clothing to lower your body temperature. Heat and dehydration can kill.
- ▼ **Hiking:** Do not hike in the low elevations when temperatures are hot. The mountains are cooler in summer, but can have snow and ice in winter.
- ▼ **Summer Driving:** Stay on paved roads in summer. If your car breaks down, stay with it until help comes. Be prepared; carry plenty of extra water.
- ▼ **Flash Floods:** Avoid canyons during rain storms and be prepared to move to higher ground. While driving, be alert for water running in washes and across road dips.
- ▼ **Mine Hazards:** Do not enter mine tunnels or shafts. Mines may be unstable, have hidden shafts, pockets of bad air and poisonous gas.
- ▼ **Dangerous Animals:** Never place your hands or feet where you cannot see first. Rattlesnakes, scorpions or black widow spiders may be sheltered there.
- ▼ **In Case of Emergency:** Dial 911 from any telephone or cell phone. Cell phones may not work in many parts of the park, do not depend on them.

## Survive the Drive

- ▼ **The main cause of death** in Death Valley is single-car accidents.
- ▼ **Follow the speed limit** to help negotiate the narrow roads, sharp curves and unexpected dips.
- ▼ **Avoid speeding out of control** on steep downhill grades by shifting to a lower gear and gently pressing on the brakes.
- ▼ **Don't block traffic.** Pull off the pavement if you want to stop to enjoy the scenery.
- ▼ **Wear a seatbelt** and make sure it is adjusted to fit snugly.
- ▼ **Unpaved roads are subject to washouts.** Check for conditions before traveling these routes.

## Desert Wildlife: Masters of Survival

The extremes of summer in Death Valley pose the ultimate test of survival for wildlife. Animals must have special adaptations of bodies and habits to survive the severe climate.

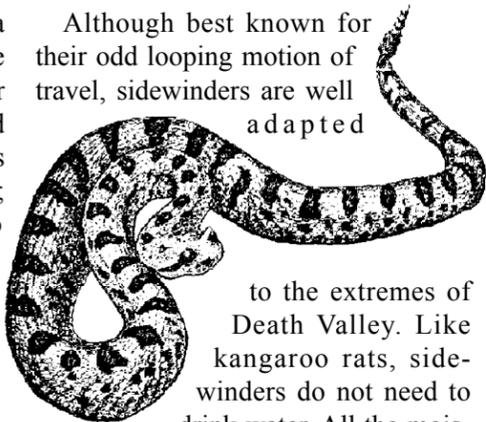
**Kangaroo rats** can live their entire lives without drinking a drop of liquid, a very handy ability when living in a place famous for its aridity. All of the water they need to survive can be metabolized within their bodies from the dry seeds they eat. They also conserve moisture; their kidneys can concentrate urine to five times that of humans.

Kangaroo rats avoid the intense heat of the day in underground burrows that are both cooler and higher in humidity than outside. Water vapor in the humid air is reclaimed by special membranes in their nasal passages, and is also absorbed by the food stored within the den. They may even plug the burrow's entrance with dirt to keep out heat and intruders.

**Sidewinders** are the type of unwelcome guests the kangaroo rat is trying

to keep out. These small rattlesnakes also spend the hot days in underground dens. Rather than digging their own burrows, they simply move into one previously occupied by the unlucky rodent eaten for dinner.

Although best known for their odd looping motion of travel, sidewinders are well adapted



to the extremes of Death Valley. Like kangaroo rats, sidewinders do not need to drink water. All the moisture they need comes from the juicy animals they eat.

Endothermic (warm-blooded) animals such as kangaroo rats and humans use food as fuel to produce body heat internally, but ectothermic (cold-blooded) reptiles like sidewinders must absorb

heat from their environment. Deserts have a lot of heat, but little food, so reptiles are excellent desert dwellers.

The tiny **pupfish** of Salt Creek are also ectothermic, yet they cannot escape the high temperatures of solar-heated pools. Pupfish are among the most heat tolerant of all fishes. Some species even live in warm springs. They have been known to survive in water temperatures of 112° F.

Another obstacle these fish face is high salinity. Pupfish can survive in water three times saltier than sea water. Excess salts are excreted through their kidneys and gills.

During your visit, keep in mind that only the ability to carry water and to create artificial shelter allows you to be here in relative comfort. You are not as physically adapted to survive in Death Valley's heat as its wildlife residents.

Death Valley National Park receives nearly one million visitors a year. Even when it is hot, people are able to travel through the valley in the comfort of air conditioned cars. Due to that ease of travel, visitors often underestimate the dangers of being in one of the hottest places on Earth.

Could this death have been prevented? This incident tells us that even fit and healthy people must use caution. With better planning, better timing, and enough water this story could have ended differently. (See "Staying Safe & Sound" above for more details.) We must all learn to respect the desert to enjoy it safely.

## Death in the Dunes

When Sarah and Jason woke up that late summer morning, it looked like it would be just another nice day on their honeymoon. They were in their late 20s, physically fit, and ready for a Death Valley adventure. They had no idea of the disaster they were headed for.

Like so many who come to the desert, they were drawn to the sand dunes. They started on their hike that morning, enjoying the glory of the classic desert scenery. After a while, Sarah became tired; hiking on loose sand can become difficult and she was getting too hot. She gave Jason the rest of her water and returned to the Stovepipe Wells Ranger Station to wait in the shade while he continued to the far side of the dunes.

She had already been waiting more than an hour when the park ranger

invited her inside where it was cooler. She told the ranger she was expecting her husband soon and that he was "out there," motioning with her hand towards the dunes. By that time, temperatures were reaching 110°F (44°C) in the shade. The ranger became concerned. He sent out calls for assistance and within minutes other rangers headed towards Stovepipe Wells. Using binoculars to scan the dune field from the flank of a nearby mountain and by flying overhead in the park's airplane, rangers spotted Jason. Several of the most fit park employees were dispatched to his location. When they reached him, he was unconscious and had labored breathing. He later died in a Las Vegas hospital. Heat and dehydration had proven to be stronger than he was.

## Emergency? Dial 911



roadrunner with prey



## Evolution Islands

Wetland and riparian areas have a unique scientific value. The Death Valley/Ash Meadows area is a classic example of a plant and animal laboratory in evolution. This fact is due to the relatively recent development of the desert climate and a unique geologic history where large marshes and lakes were relatively plentiful as recently as 15,000 years ago. This combination of events has had the unusual result of confining several aquatic species that were probably widespread during the last Ice Age to remnant wetlands that have persisted for thousands of years.

The presence of the unique suite of pupfish in the Death Valley region is comparable to the presence of land tortoises and Darwin's finches on the Galapagos Islands. Both animal groups originally colonized their respective areas thousands of years ago and became isolated in separate habitats that possess different environmental conditions. Through time, natural selection and isolation transformed a limited number of ancestral lines into several unique varieties. The existence of ten pupfish species and subspecies in wetlands of the Death Valley region is therefore akin to the 13 finch species and 15 tortoise subspecies on the isolated islands of the Galapagos archipelago. In each case, differences in species were aided by the separation of populations that could not cross inhospitable habitats.

Extremes on the Galapagos Islands have helped to shape the physical characteristics and tolerances of the tortoises on different islands and the same general process of natural selection has affected pupfish. Some pupfish have, for example, developed/retained an ability to live in water that is 2.5 times more saline than seawater. With regard to temperature, some pupfish are able to live for short periods in water temperatures equal to 107° Fahrenheit. Both of these adaptations are important in a desert environment where water saltiness and temperatures are significantly greater than other areas in the United States.

Each type of pupfish has evolved to the extent that they are physically distinct and genetically different. Differences in breeding behavior have been documented for pupfish in habitats that are relatively close to one other but possess different environmental conditions. In a similar vein, genetic variation has also been found in different populations of speckled dace along the Amargosa River. This fact suggests that "each desert wetland community functions as an evolutionarily significant unit" (Sada et. al 1995).

Much of the genetic and physical variability in the pupfish has been attributed to different environmental conditions that exist in different wetlands (e.g. warm spring orifices vs. cool spring outflows, high salinity vs.

low salinity areas) and differences in population size which are influenced by habitat size (small springs vs. large springs). This relationship suggests that pupfish evolution is highly dependent on the maintenance of natural habitats, and that human modifications to environments will alter the course of natural selection.

Regional loss and degradation of wetland and riparian resources increases the value of pristine habitats inside Death Valley National Park. California has lost a greater percentage of its wetland acreage than any other state with 91% of the original habitats being drained, filled, or manipulated. Nevada has lost 52% of its original wetlands, and only 0.3% of the state acreage is now classified as a wetland. Loss of riparian habitats in California, Arizona and New Mexico has been so extensive that they have been considered to be endangered ecosystems.

In short, the unique plants and animals that exist within the biological laboratory of Death Valley National Park offer significant scientific opportunities. At some future time, these species may hold the key to understanding how fast evolution takes place, as well as how plants and animals adapt physically and behaviorally to their immediate surroundings.

## Furnace Creek Oasis

Death Valley is infamous as a place of heat, salt, and bad water, but it is the freshwater springs that allows for the life here. To this day water controls where life is found and provides the life's blood of all creatures who live here.

As the glaciers retreated from the Sierra Nevada Mountains at the end of the last ice age, Death Valley became a lake-filled basin with abundant water and life. Life teemed in the fresh water lakes and crowded the verdant shores. 10,000 years ago the ancestors of the modern Shoshone and Paiute made their homes along the lake and in the nearby mountains. Life was good, and water brought them life.

Over time, the climate became more arid and the lakes dried up. Even the memory of them faded. The Shoshone people crowded around the only remaining sources of life, the freshwater springs that bubbled out of the ground. Each major spring had a major village and the largest village of all, Timbisha, was at what we today call Furnace Creek.

In 1849, a party of pioneers taking a shortcut to the goldfields of California stumbled into the valley. The pioneers were desperate for water, and they too found salvation in the springs at Furnace

Creek. In the 1870s, the first white settlers, Andrew Laswell and Cal Mowrey entered the valley. They were looking for water to grow crops and alfalfa for the booming mining towns in the Panamint Mountains to the west. Laswell and Mowrey developed hay ranches at both Bennett's Well and Furnace Creek and were the first to dig irrigation ditches to harness the power of the water in the Furnace Creek area.

By the early 1880s, Laswell and Mowrey were gone and the water at Furnace Creek was controlled by William Tell Coleman and Company. Coleman developed the Harmony Borax Works just north of Furnace Creek and his chemical processing company needed water to extract borax from the salt crusts that lined the ancient lake beds. Texas Spring provided the water for chemical processing, and the irrigation ditches and water from Travertine Springs above Furnace Creek provided water for Coleman's company town of "Greenland". With water, Coleman was able to make a success of his chemical operation and make Death Valley history with his twenty mule teams.

Through the 1920s and '30s, the borax companies that controlled Furnace Creek began to diversify. The warm springs at Furnace Creek became the

life's blood of a new industry. Tourism! United States Borax was able to convince officials in the National Park Service administration that Death Valley was a unique national treasure and should be preserved due to its natural and cultural history. In 1933 Death Valley was designated a National Monument. Furnace Creek with its abundant water, shading trees, and resort accommodations became the heart of activity in the new park.

Today the water from Travertine and Texas Springs is the lifeblood of the Furnace Creek Resort area and all of the activities at the campgrounds and visitor center. Nearly one million visitors pass through the area every year, and use 95% of the more than 1,000,000 gallons of fresh water that the springs produce every day. Furnace Creek is an oasis in a salt brine desert, a spot of greenery and life on a burning salt pan, and an anomaly in an otherwise extremely harsh environment. Water has always shaped and controlled the life that is here. Water is our life's blood.

from top: blue-eyed grass; dragonfly; yerba mansa



## For the Love of Tiny Blue Fish

It's a clear, cool, breezy September day in an isolated location near the largest oasis in the Mojave Desert. An odd sight is before us. Men are putting on black wetsuits preparing to conduct a cave dive. These volunteers are about to descend into the dangerous waters of Devils Hole. They are not diving for thrills, excitement, or even the adventure of the dive, but for the love of tiny, blue fish!

Dr. James Deacon was one such diver. For years this biologist from the University of Nevada traveled from Las Vegas to conduct research on *Cyprinodon diabolis*, the Devils Hole pupfish. He too fell in love with the little fish that lives only in this lonely, wind-swept desert. Known as an authority on desert fishes, Deacon's over 30 years of research seems insignificant compared to the 10,000 years these fish thrived in the confines of the open fissure named the Devils Hole.

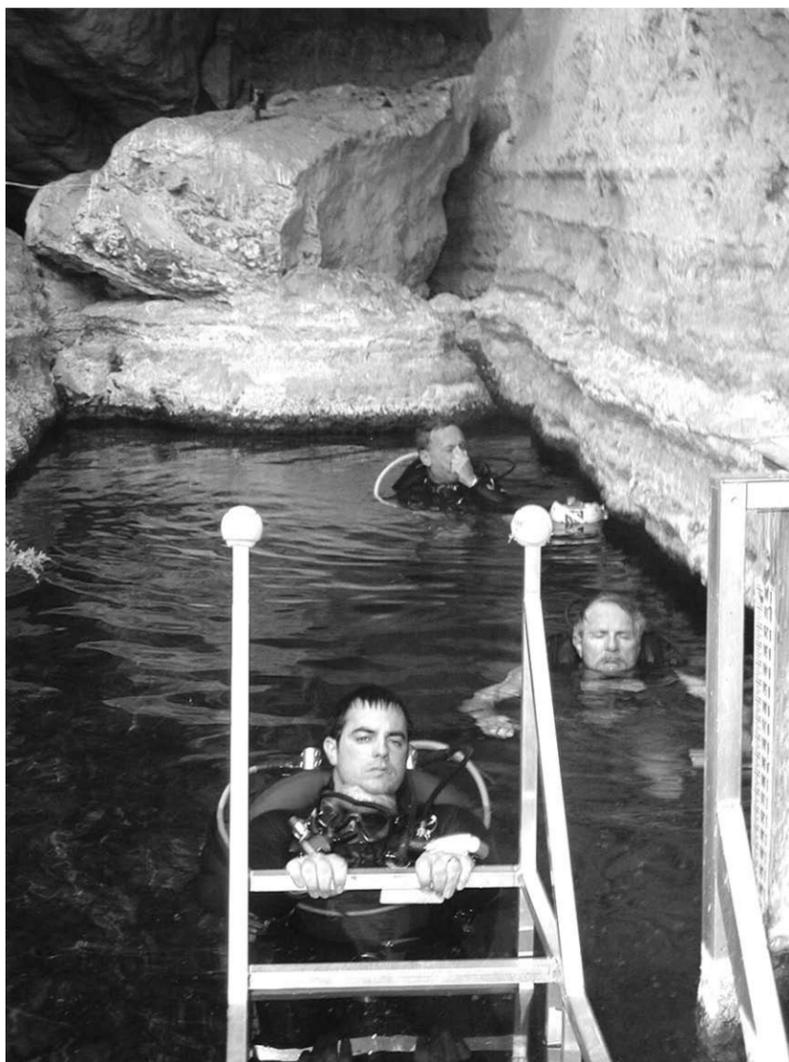
The shallow waters that Devils Hole pupfish call home, rise to the surface from one of the most extensive carbonate aquifers in the Great Basin. A majority of their nine to eleven month existence is spent on a rock ledge 78 square feet in size where warm air and 92 degree water encourages algae growth, their primary food. The fissure's full depth is yet to be known.

Pupfish share this aquatic environment with flatworms, amphipods, snails, and beetles. Together, these organisms comprise one of the vertebrate world's smallest habitats and the Devils Hole pupfish is recognized as one of the rarest species on earth. Today, these rare fish are on the brink of extinction!

Devils Hole pupfish populations have dropped to critical numbers before. In 1952, forty acres surrounding Devils Hole was set aside as part of Death Valley National Monument. Despite this protection of the land, the water remained at risk. In the late 1960s, well drilling by farms near Devils Hole dried up a portion of the life-sustaining rock shelf. Conservationists and local, state, and federal agencies fought tirelessly to legally stop water drilling. A Supreme Court ruling in 1976 stopped well drilling and confirmed the fish had a right to exist. Once the legal battle was won, the water rose as did the pupfish populations. Fishery biologists then worked

diligently to increase pupfish numbers and by the mid-1980s, the population had stabilized. By the mid-1990s, they reached a peak population of over 500 fish.

This prosperity, however, was short lived as water levels and fish populations gradually declined with no observable reason biologists could point to. By 2004 the population had plummeted to 210 adult fish. Natural and man-caused events further reduced pupfish numbers until the counts reached an all-time low of 36 adult fish within Devils Hole in May, 2006.



Since Devils Hole pupfish have been observed down to levels of 80 feet, certified divers are needed to assist biologists with semi-annual fish counts.

Biologists from Nevada Department of Wildlife, National Park Service, and Fish and Wildlife Service could not explain the drastic population reduction. A task force was assembled to try to increase the population of Devils Hole pupfish within local refuges. Biologists included experts from Mexico, volunteers from killifish groups, and even fishery biologists from private aquariums including Mandalay Bay's Shark Reef. The news of the fish's predicament spread and many people asked "why does so much time, money, and attention need to be allocated for one small, seemingly inconsequential fish?"

This excellent question is worthy of a response. The simple answer is that it is the responsibility of federal agencies such as the Fish and Wildlife Service and National Park Service to protect the species and environment under their care. But the underlying question

remains "What does the loss of an entire species mean to me?" Dr. James Deacon has considered this question for many years. "A sustainable Earth sustains all species that live upon it. As we make it less sustainable by blinking out species so rapidly all over the world, we are making it a less desirable place to live on and less able to sustain our own species," he responded.

Deacon and other biologists realize these beautiful blue fish might be telling us something if we can only find a way to listen. Since pupfish live in water that originates hundreds of miles away from snow that fell hundreds of years

ago, these fish might reflect a change that could gravely influence our future. Devils Hole pupfish might be suffering from an environmental change that they are sensitive to, and in the long run will affect all of us! They could be a "keystone" species which this habitat requires in order to exist. If they go extinct, so might all others within its environment. Pupfish may be the indicator species of some dire consequences to come. At this point, biologists are not experienced enough with these fish to respond to these concerns. If we allow the fish to disappear, biologists will never be able to address them, possibly leading to the extinction not just of a tiny fish but many other species and eventually even our own.

Is there hope for this species and thus for all of us? Yes. Throughout 2007, biologists will be working to increase the population by placing fish in refuges while observing conditions within Devils Hole. Through these means, it may be possible to maintain the Devils Hole pupfish population. That will be the beginning, not the end. If we do not discover why the fish are going extinct, we may never know the real meaning behind their loss. Deacon explains, "Every time we lose a species, we're losing the equivalent of a library's worth of knowledge that we have not yet read and to that extent we are diminishing our own capacity of being human."

As the sun descends over the distant gray hills, volunteer divers are packing up their vehicles and returning home. The result of the dive is neither good nor bad. The high count on this cool September, 2006 day was 85 fish – one more than the year previous. For the love of that tiny fish, they all hope to be back again in the spring!



### Devils Hole Pupfish

*Cyprinodon diabolis* is one of ten distinctly different pupfish species or subspecies in the Death Valley area, each with their own shape, markings, habits and survival strategies. Two of the subspecies have gone extinct in historic times, and three—including the Devils Hole Pupfish—are federally listed as Endangered Species.

Visit Salt Creek in Death Valley and Ash Meadows National Wildlife Refuge near Devils Hole in Nevada to see pupfish in their native habitat.



### Want to Know More?

A handout on Devils Hole is available at the Furnace Creek Visitor Center.

Check the Ranger Programs Schedule for related topics and to learn when a ranger is stationed at Devils Hole.

For updates on the status of Devils Hole pupfish, log onto the U. S. Fish and Wildlife web site: [www.fws.gov/nevada/protected\\_species/fish/species/dhp/dhp\\_recovery.html](http://www.fws.gov/nevada/protected_species/fish/species/dhp/dhp_recovery.html)



## Things to Know Before You Go

**Before starting a hike**, learn the current conditions, water availability, and weather forecasts. Backpackers should obtain a free permit.

**Always carry water.** Two liters for a short winter dayhike; 4 liters or more in the summer or for long hikes.

**Constructed trails are rare** in this park. Trails are provided in places that are heavily used and sensitive to damage. If a trail is there, please use it. Most hiking routes in the park are cross-country, up canyons, or along ridges. Footing can be rough & rocky.

**Hiking in low elevations** can be dangerous when it is hot. The high peaks can be covered with snow in winter and spring. The best time to hike in the park is October to April.

**Dogs and bicycles** are not allowed on trails or in the wilderness.



## Trails & Routes

### Golden Canyon Trail

**Length:** 1 mile, one-way.

**Difficulty:** easy

**Start:** Golden Canyon parking area, 2 miles south of Hwy 190 on Badwater Road.

**Description:** Easy trail through colorful canyon. Red Cathedral located ¼ mile up canyon from last numbered marker. Interpretive trail guides are available.

### Gower Gulch Loop

**Length:** 4 miles round-trip.

**Difficulty:** moderate

**Start:** Golden Canyon parking area, 2 miles south of Hwy 190 on Badwater Road.

**Description:** Colorful badlands, canyon narrows, old borax mines. Hike up Golden Canyon to marker #10, then follow trail over badlands and down Gower Gulch to finish loop. Two easy dryfalls must be scrambled down. Ask for Gower Gulch handout at Visitor Center.

### Natural Bridge Canyon

**Length:** ½ mile to natural bridge, 1 mile to end of canyon.

**Difficulty:** easy

**Start:** Natural Bridge parking area, 1.5 miles off Badwater Road on gravel road, 13.2 miles south of Hwy 190.

**Description:** Uphill walk through narrow canyon. Large natural bridge at ½ mile. Trail ends at dry waterfall.

### Salt Creek Trail

**Length:** ½ mile round-trip.

**Difficulty:** easy

**Start:** Salt Creek parking area, 1 mile off Hwy 190 on graded gravel road, 13.5 miles north of Furnace Ck.

**Description:** Boardwalk along small stream. Good for viewing rare pupfish and other wildlife. Best in late winter/early spring.

### Sand Dunes

**Length:** 2 miles to highest dune.

**Difficulty:** easy to moderate

**Start:** 2.2 miles east of Stovepipe Wells on Hwy 190.

**Description:** Graceful desert dunes, numerous animal tracks. Walk cross-country to 100 ft. high dunes. Best in morning or afternoon for dramatic light. Also good for full moon hikes. *No trail.*

### Mosaic Canyon

**Length:** ½ to 2 miles, one-way.

**Difficulty:** moderate

**Start:** Mosaic Canyon parking area, 2 miles from Stovepipe Wells Village on graded gravel road.

**Description:** Popular walk up a narrow, polished marble-walled canyon. First ½ mile is narrowest section. Some slickrock scrambling necessary. "Mosaics" of fragments of rocks cemented together can be seen in canyon walls. Bighorn sheep sighted occasionally.

### Titus Canyon Narrows

**Length:** 1.5 miles, one-way.

**Difficulty:** easy

**Start:** Titus Canyon Mouth parking area, 3 miles off Scotty's Castle Road on graded gravel road.

**Description:** Easy access to lower Titus Canyon. Follow gravel road up wash 1.5 miles through narrows or continue to Klare Springs and petroglyphs at 6.5 miles.

### Keane Wonder Mine Trail

**Length:** 1 mile, one-way.

**Difficulty:** strenuous

**Start:** Keane Wonder Mill parking area, 3 miles off Beatty Cutoff Road on graded gravel road.

**Description:** Steep, narrow trail from mill ruins to mine 1500' above. Sweeping views of Death Valley. Do not enter any mines - they are unstable and hazardous. An alternative hike in the same area is to Keane Wonder Spring at the base of the mountains 1 mile north of the mill trailhead.

### Little Hebe Crater Trail

**Length:** ½ mile, one-way.

**Difficulty:** moderate

**Start:** Ubehebe Crater parking area, 8 miles west of Scotty's Castle.

**Description:** Volcanic craters and elaborate erosion. Hike along west rim of Ubehebe Crater to Little Hebe and several other craters. Continue around Ubehebe's rim for 1.5 mile loop hike.

### Death Valley Buttes

**Length:** 1.2 mile to top of first butte

**Difficulty:** strenuous

**Start:** Hell's Gate parking area on Daylight Pass Road.

**Description:** Climb prominent buttes at foot of the Grapevine Mountains. From Hell's Gate, walk SW ½ mile to buttes. Scramble up ridge to summit

of first butte. The second butte is more difficult and 0.7 mile further. Descend 300' to saddle, then climb 500' to next summit. The ridges are narrow and exposed with steep drop-offs. *No trail.*

### Fall Canyon

**Length:** 3 miles, one-way.

**Difficulty:** moderately strenuous

**Start:** Titus Canyon Mouth parking area, 3 miles off Scotty's Castle Road on graded gravel road.

**Description:** Spectacular wilderness canyon near Titus Canyon. Follow informal path ½ mile north along base of mountains, drop into large wash at canyon's mouth, then hike 2½ miles up canyon to 35' dryfall. You can climb around the dryfall 300' back down canyon on south side for access to best narrows. Canyon continues another 3 miles before second dryfall blocks passage. *No trail.*

## Summer Hikes

### Dante's Ridge

**Length:** ½ miles to first summit, 4 miles one-way to Mt. Perry

**Difficulty:** moderate

**Start:** Dantes View parking area

**Description:** Follow ridge north of Dantes View for spectacular vistas and a cool place to escape summer heat. *No trail for last 3.5 miles*

### Wildrose Peak Trail

**Length:** 4.2 miles, one-way.

**Difficulty:** moderately strenuous

**Start:** Charcoal Kilns parking area on upper Wildrose Canyon Road.

**Description:** A good high peak to climb (9,064 ft.). Trail begins at north end of kilns with an elevation gain of 2,200 ft. Spectacular views beyond 2 mile point. Steep grade for last mile.

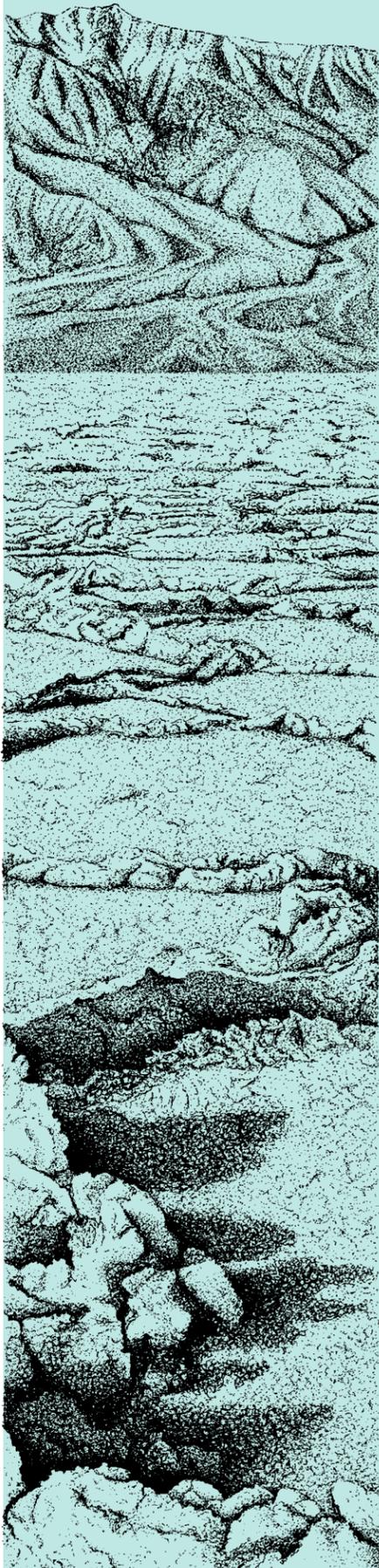
### Telescope Peak Trail

**Length:** 7 miles, one-way.

**Difficulty:** strenuous

**Start:** Mahogany Flat Campground at end of upper Wildrose Canyon Road. Rough, steep road after the Charcoal Kilns.

**Description:** Trail to highest peak in the park (11,049 ft.) with a 3,000 ft. elevation gain. Climbing this peak in the winter requires ice axe and crampons, and only advised for experienced winter climbers. Trail is usually snow-free by June.



Salt flats at Badwater Basin



# POINTS OF INTEREST

Death Valley National Park has 3.4 million acres of desert and mountains, making it the largest national park in the contiguous United States. The possibilities for discovery are endless!

These are just a few of the most popular points of interest in the park. Most are easily accessible, but some require hiking or a vehicle with high ground clearance.

Before venturing out into the park, stop at the visitor center or a ranger station to obtain your park permit, get a map and to inquire about current road conditions. Enjoy your park.

## Furnace Creek Area

▼ **Golden Canyon:** Hikers entering the narrows of this canyon are greeted by golden badlands within. An interpretive pamphlet is available. Two-mile round-trip walk.

▼ **Artist's Drive:** Scenic loop drive through multi-hued volcanic and sedimentary hills. Artist's Palette is especially photogenic in late afternoon light. The 9-mile paved road is one-way and is only drivable with vehicles less than 25 feet in length.

▼ **Devil's Golf Course:** Immense area of rock salt eroded by wind and rain into jagged spires. So incredibly serrated that "only the devil could play golf on such

rough links."The unpaved road leading to it is often closed after rain.

▼ **Natural Bridge:** Massive rock span across interesting desert canyon. The spur road is gravel and often rough. From the trailhead, the natural bridge is a ½ mile walk.

▼ **Badwater:** Lowest point in the Western Hemisphere, Badwater Basin is a surreal landscape of vast salt flats. A temporary lake may form here after heavy rainstorms. Do not walk on the salt flats in hot weather.

▼ **Zabriskie Point:** Surrounded by a maze of wildly eroded and vibrantly colored badlands, this spectacular view is

one of the park's most famous. Zabriskie Point is a popular sunrise and sunset viewing location. The viewpoint is a short walk uphill from the parking area.

▼ **Twenty Mule Team Canyon:** Winding through otherworldly badlands, this 2.7 mile, one-way loop drive is unpaved, but accessible to all standard vehicles other than busses, Rvs, and trailers.

▼ **Dante's View:** The most breathtaking viewpoint in the park, this mountain-top overlook is more than 5000 feet above the inferno of Death Valley. The paved access road is open to all vehicles less than 25 feet in length.

## Stovepipe Wells Area

▼ **Sand Dunes:** Tawny dunes smoothly rising nearly 100 feet from Mesquite Flat. Late afternoon light accentuates the ripples and patterns while morning is a good time to view tracks of nocturnal wildlife. Moonlight on the dunes can be magical, yet night explorers should be alert for sidewinder rattlesnakes during the warm season.

▼ **Mosaic Canyon:** Polished marble walls and odd mosaic patterns of breccia make this small canyon a favorite. The twisting lower canyon is so narrow hikers must walk through it single-file. Some rock scrambling is required. The canyon opens up after ½ mile to reveal the heights of Tucki Mountain, but hikers can continue another 1½ miles.



Titus Canyon Narrows

▼ **Salt Creek:** This stream of salty water is the only home to a rare pupfish, *Cyprinodon salinus*. Springtime is best for viewing pupfish; in summer the lower stream dries up and in winter the fish are dormant. The wooden boardwalk loops ½ mile through stands of pickleweed and past pools reflecting badland hills. Wheelchair accessible.

▼ **Titus Canyon:** One of the largest and most scenically diverse canyons in the park. Within its lofty walls visitors can find multi-colored volcanic deposits, a ghost town, Indian petroglyphs, bighorn sheep, and deep, winding narrows. Titus Canyon is accessible to high-clearance vehicles via a 26-mile, one-way dirt road beginning outside the park. Those with standard vehicles may reach the canyon's mouth from the west via a two-way section of road.

## Panamint Springs Area

▼ **Father Crowley Vista:** A landscape of dark lava flows and volcanic cinders abruptly gives way to the gash of Rainbow Canyon below this viewpoint. Walk the dirt track east of the parking lot for a grand overlook of northern Panamint Valley.

▼ **Wildrose Charcoal Kilns:** These ten beehive-shaped structures are among the best preserved in the west. Built in 1876 to provide fuel to process silver/lead ore, they still smell of smoke today. The last 2 miles of gravel road to the kilns are passable to most vehicles.

▼ **Lee Flat Joshua Trees:** The finest stands of tree-sized yuccas in the park grow in this mountain-rimmed valley. Take the paved but rough Saline Valley Road to a junction in Lee Flat. The gravel roads in either direction will provide good views of Joshua trees.

## Scotty's Castle Area

▼ **Scotty's Castle:** Prospector "Death Valley Scotty" claimed this elaborate Spanish-style mansion was built by gold from his fictitious mine. In reality, it was the 1920s vacation home of his wealthy friends. Today, living history tours of the castle's richly furnished interior are given by costumed park rangers.

▼ **Ubehebe Crater:** More than 3000 years ago the desert silence was shattered by a massive volcanic explosion

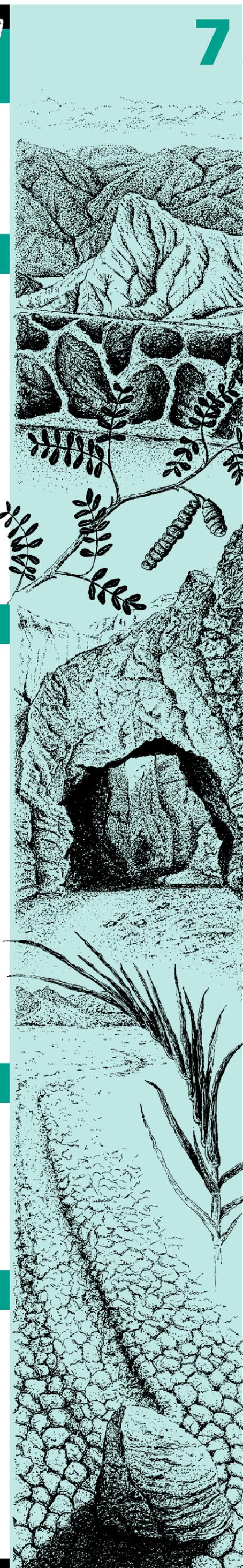
caused by the violent release of underground steam pressure. When the cinders and dust settled, this 600 feet deep crater remained. Although easily visible from the paved road, hikers may want to circle the crater rim to see smaller craters.

▼ **Eureka Dunes:** Rising majestically nearly 700 feet, these are the highest dunes in California. Isolated from other dunes, they are an evolutionary island,

home to rare and endangered species of plants and animals. To give them extra protection, the dunes are off limits to sandboarding and horseback riding.

▼ **The Racetrack:** Rocks mysteriously slide across the dry lakebed of the Racetrack, leaving behind long tracks for visitors to ponder. A high-clearance vehicle is needed to traverse the 27 miles of rough dirt road, but ask at a ranger station for current road conditions.

from top: Zabriskie Point; screwbean mesquite; Natural Bridge; saltgrass; The Racetrack





## Tours of Scotty's Castle

▼ Hours of operation for Scotty's Castle and grounds vary seasonally. Contact the castle at 760-786-2392 for current hours.

▼ Tickets are sold first come, first served. Large groups are recommended to make reservations.

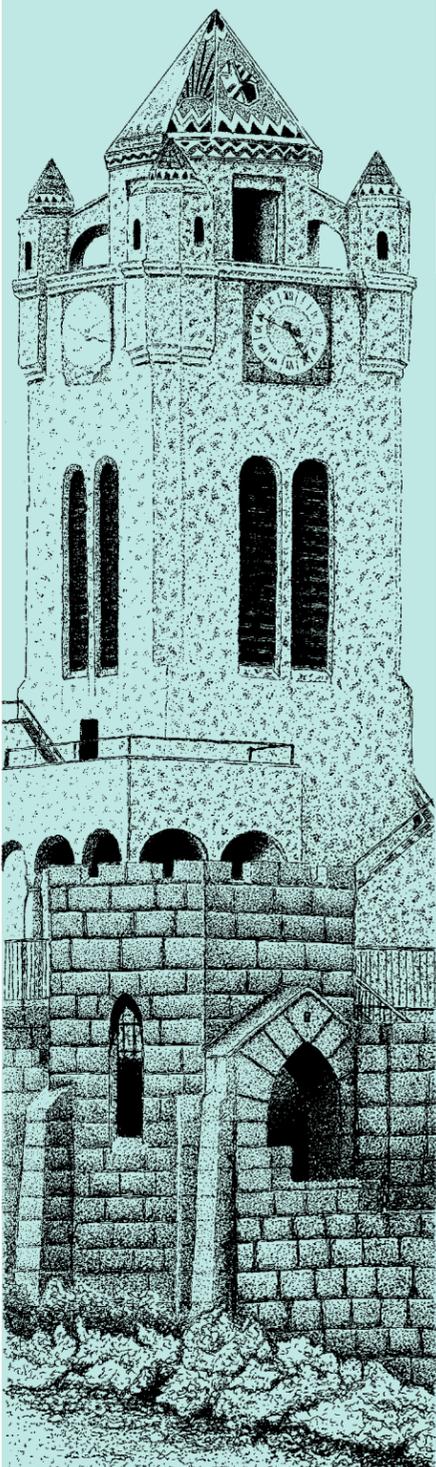
▼ **Living History Tours:** 50-minute tour of the interior of the main house and annex by costumed guides conducted as if the year is 1939. These tours are given at least once an hour. ADA accessible.

▼ **Underground Mysteries Tour:** 50-minute tour of the castle's basement, tunnels and Pelton waterwheel. Check visitor centers for schedules. This tour is not ADA accessible.

### Tour fees:

Adults.....	\$11.00
Age 62 or over.....	\$9.00
Adults with a disability.....	\$6.00
Children (6-15 years).....	\$6.00
Children under 5.....	free

Save \$2 by buying tickets to both types of tours during your visit.



## A Monument to Friendship

Driving through Grapevine Canyon in northern Death Valley National Park you come upon a Spanish-style home that seems out of place in such a seemingly desolate landscape. You may wonder if you are seeing a desert mirage. But your eyes are not tricking you; this opulent enclave is Death Valley Ranch, better known as Scotty's Castle. Scotty's Castle is more than just a house. Some see the Castle as a monument to a surprising and remarkable friendship between two very different characters.

Walter Scott, known to all as Death Valley Scotty, was one of those characters. Scotty's beginnings were humble, hailing from the horse country of Kentucky. He left school and home at the age of 11 to work on cattle ranches in Nevada with his older brothers. It was then that he first visited Death Valley, which would change both his life and American folklore. Scotty lived the life of a real Western cowboy until he was hired to be a show cowboy in Buffalo Bill's, "Wild West." He performed as a roughrider and sharpshooter with the show for 12 seasons. In 1902 Scotty quit work with Buffalo Bill and returned to Death Valley to become one of the best-loved and most infamous cowboy/con-artists of his day. He fabricated tales of a secret gold mine and convinced several wealthy Eastern businessmen to invest in his mythical mine. One such investor was Albert M. Johnson, president of the National Life Insurance Company of Chicago.

Albert Johnson was a conservative, strongly religious man—perhaps a surprising man to value friendship with a desert rat like Scotty. Although Albert Johnson grew up in a strict and wealthy Quaker home in Ohio, he loved reading books about the West and dreamt of western adventures. Johnson received an engineering degree from Cornell University but ended up in the insurance business due to a train accident that broke his back when he was younger.

Though opposite in their upbringing and lifestyle, Johnson and Scotty shared a love of Death Valley and the pleasure of each other's company. Not only had Scotty lived many of the adventures that Mr. Johnson had read about, he also led Mr. Johnson on some adventures of his own. Like anyone who has ever realized a lifelong dream, Mr. Johnson always appreciated how Scotty helped him realize his childhood fantasies about the west.

In 1905 Johnson visited Death Valley to check on Scotty's gold mine in person-only to learn there was no gold mine! While you may have pressed charges if someone stole thousands of dollars of your money, Albert Johnson treasured his friendship with Scotty more than the money he lost. Exploring the desert together, Scotty and Johnson formed a friendship that would last the remainder of their lives.

Albert and his wife Bessie enjoyed repeated visits to Death Valley with Scotty and so they built a vacation home

in Grapevine Canyon. They named it Death Valley Ranch but Scotty, ever the publicity hound, told the reporters that Death Valley Ranch was really Scotty's Castle. Albert Johnson thoroughly enjoyed Scotty's antics, stories, claims and deceptions. When Albert Johnson was asked why he supported Scotty and why he allowed Scotty to claim the Castle as his own, his reply was always the same: "Scotty repays me in laughs." The Castle is a monument to their friendship; Albert Johnson and Death Valley Scotty had a unique partnership where friendship and a good story trumped the importance of money and truth.



Walter Scott, better known as Death Valley Scotty

## Living History & Underground Mysteries Tours

A trip through Scotty's Castle is a memorable part of any visit to Death Valley. Living history tours are led by park rangers dressed in 1930s attire who take visitors back to the year 1939 at the Castle. Visitors will see intricate details of the iron-work and hand-carved redwood and experience the opulently furnished rooms including the Upper Music Room where they are treated to the sounds of a 1,121 pipe theater organ. Living history tours are offered each hour from May to October and more frequently from November to April.

Underground Mysteries tours introduce visitors to the Castle's technological mystery of self sufficiency and comfort. Most visitors are in awe of what lies beneath the Castle. Guided by a uniformed ranger, the tour takes visitors into the Castle basement, through a maze of tunnels, and into the Powerhouse where rangers demonstrate the Castle's historic hydro-electric power system, which provided residents with contemporary amenities and comfort.

Underground Mysteries tours are an

interesting alternative for visitors who have already attended a living history Castle tour. For the first time visitor, combining both tours makes for a complete Castle experience. Underground Mysteries tours are usually offered five times daily from October to April and are not ADA accessible.

Be sure to bring your flash cameras. Backpacks, tripods, water bottles, and food items are not allowed inside the Castle.

## Lower Vine Ranch Tour

Approximately eight miles from the elegant Castle, Albert Johnson built Scotty a simple, wooden cabin at the Lower Vine Ranch. Scotty called this ranch his home for over twenty years. He traveled up to the Castle to spin stories, visit his friends, and wash his laundry. A visit to Lower Vine Ranch reveals a more private side of the enigmatic prospector, storyteller, and swindler. With spectacular views and abundant springs, Lower Vine Ranch is where Scotty cooked his meals, cared for his beloved mules, parked his desert-

outfitted cars, and enjoyed the beautiful sunsets of Death Valley. As his health began to fail, Scotty did move up to the Castle in the early 1950s. Prior to his death in 1954, Scotty spoke often of returning to his beloved Lower Vine to camp under the Death Valley sky as he had for over fifty years. Unfortunately, Scotty passed away without having this wish granted.

Though long-closed to protect fragile cultural resources, visitors now have the opportunity to join a ranger-led hike

and visit Death Valley Scotty's true home. Over the course of this two and one-half hour hike, visitors will hear a new chapter of Death Valley's colorful history and perhaps see Death Valley Scotty and Albert Johnson in a new light. Hikes require walking on graded gravel roads and are not recommended for those with difficulty walking. Join a ranger for spectacular views and fascinating stories at Scotty's true home: Lower Vine Ranch.

Scotty's Castle chimes tower

## Our People Have Always Lived Here

The Timbisha Shoshone Indians were devastated to learn that pioneers misunderstood their homeland enough to name it “Death Valley.” When the long string of gold seekers, borax miners, and other desert explorers began to cross Death Valley after 1849, their Westward journey forever altered the Timbisha Shoshone’s traditional way of life. The ensuing story of disease, struggles for land, and harsh competition for resources is tragically familiar in early American history. When mining companies began digging in the valley, they obtained legal rights to many important water sources that the Timbisha had used for centuries. Soon the Pacific Coast Borax Company began extracting minerals from the Furnace Creek area, forcing the tribe to move from their traditional camping area, and relocating them several times to less desirable sites.

Death Valley became a national monument in 1933, presenting additional challenges for the Timbisha. Already exploited by the mining company, many tribal members viewed the National Park Service as simply the newest wave of intruders. Tensions between the park and tribe surged as federal policies shifted from decade to decade. After the tribe was uprooted for the last time in 1936, settling into the current Timbisha Indian Village at Furnace Creek, an early superintendent arranged for the CCC to build adobe homes for native families. A less progressive administration in the 1960s ordered these same homes washed away with high-power fire hoses as part of a policy to evict tribal members from the park. Throughout these difficult years, the tribe ardently remained in their village despite the legally ambiguous situation. As Pauline Esteves, Timbisha elder and former Tribal Council Chairperson, eloquently wrote: “The Timbisha people have lived in our homeland forever and we will live here forever. We were taught that we don’t end. We are part of our homeland and it is part of us. We are people of the land. We don’t break away from what is part of us.” Esteves wrote those words as the preface to the Timbisha Homeland Act, which Congress finally passed in 2000 to establish a 7000-acre land base for the tribe within its ancestral homelands. Three hundred acres of this homeland lie within Death Valley National Park, including the Timbisha Indian Village.

Today the tribe is trying to restore and revive its heritage and traditional culture

while providing for economic stability in a modern world. Tribal land use in the Timbisha Indian Village is centered on three major areas—community development and restoration, visitor-related development, and a mesquite use area and buffer zone.

Current residences consist of aging mobile homes and run down adobe buildings. With a permanent land base, the tribe is pursuing funds to build new homes and restore the dilapidated adobe structures of the 1930s. In addition to its severe housing needs, the Tribe has a pressing need for a tribal government facility. The development of a new tribal community center is underway.

Tribal economic needs are another critical concern for the Tribe. The anticipated development would include a small-to-moderate sized desert inn with a tribal theme and a cultural museum and gift shop from which tribal

now underway in an effort to restore the mesquite grove to a healthy state.

Finally, a buffer area was established to protect sensitive tribal sites. Park visitors are restricted from this area since it serves as a buffer between the Tribal Village and the other developments at Furnace Creek. It helps to separate park visitors from tribal uses and activities unrelated to the park, while affording tribal members some privacy and the ability to conduct community affairs without undue disruption from the public.

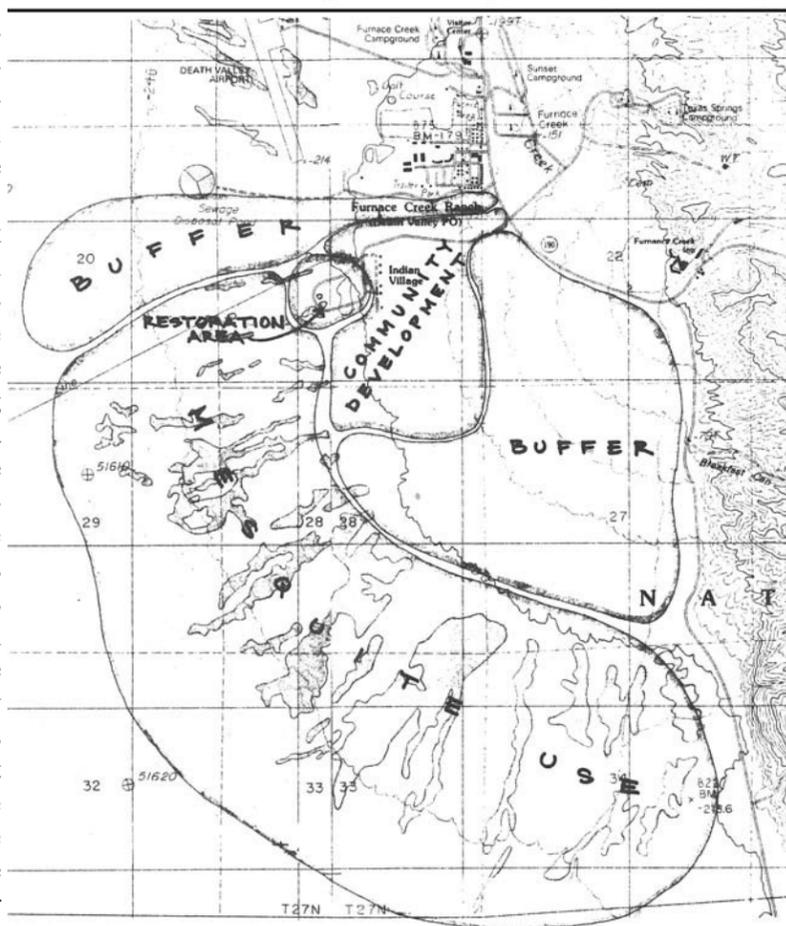
As the park and tribe move forward to implement the elements of the Timbisha Homeland Act of 2000, it is important to remember that in the 1780s, as a new nation, the United States took virtually all of the ancestral lands of our Native American predecessors leaving them with little foundation for their own distinct cultures to survive. As a

visionary nation, we invented national parks so that America’s most evocative places could be preserved forever. Often those parks, and the lands most important to Native Americans, are one and the same. Such is the case in the Death Valley area where much of the Timbisha Shoshone Homeland and Death Valley National Park not only coincide physically but are highly valued by the Tribe, the National Park Service and the American public.

Consequently, The National Park Service resolves to value the beliefs and needs of both nations, to be fair to the Timbisha Shoshone and to the people of the United States. We seek to restore lands on which the Timbisha Shoshone can exercise their sovereign tribal

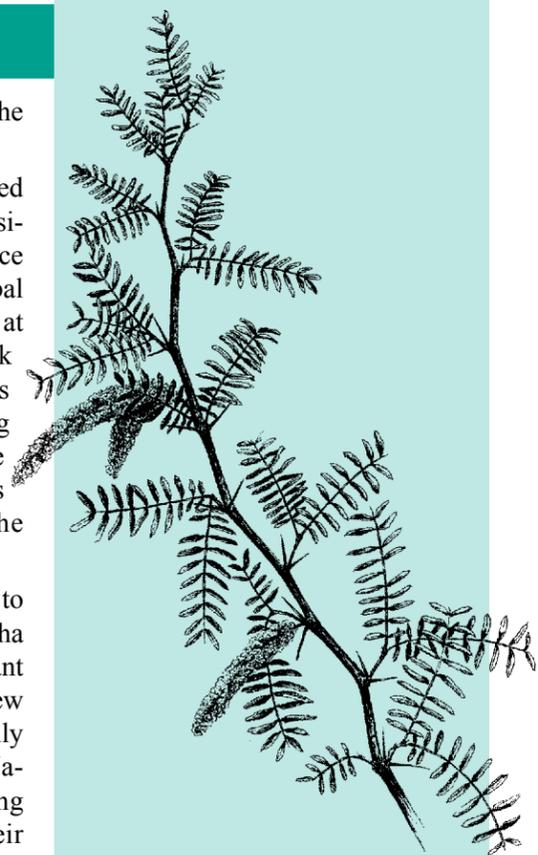
rights guaranteed by our Constitution and courts, and to develop lasting cooperative arrangements with the Tribe. We do so in the context of a better and more holistic vision of what Death Valley National Park can become with an expanded and renewed tribal presence for they are the People who have always lived here.

### Timbisha Village & Mesquite Use Area



guided hikes, lectures and tours can be held. The new developments will be culturally appropriate, energy and water efficient, comfortable to live and work in, and compatible with park and tribal values, needs and purposes.

The Tribe is also concerned about the declining health of the mesquite trees which they attribute to a decreasing water supply due to a number of invasive salt cedar, or tamarisk trees, in the groves. The trees also suffer because the Timbisha were not allowed by park policy to care for them and to promote their health by using traditional plant management techniques such as thinning, pruning, harvesting and removing excess sand. These traditional management techniques are part of the Mesquite Traditional Use Pilot Project



“The Timbisha people have lived in our homeland forever and we will live here forever. We were taught that we don’t end. We are part of our homeland and it is part of us. We are people of the land. We don’t break away from what is part of us.”

*Pauline Esteves  
Timbisha elder*



top: Mesquite branch  
bottom: Shoshone mortar and pestle



## The Best Time to Visit

Death Valley National Park is usually considered a winter park, but it is possible to visit here all year. When is the best time to visit? It all depends on what you're looking for.

▼ **Autumn** arrives in late October, with warm but pleasant temperatures and generally clear skies. The camping season begins in fall and so do the Ranger Programs, which continue through spring. Although it is relatively uncrowded at this time of year, the weeks leading up to Death Valley '49ers Encampment (second week in November) and the Thanksgiving holiday are busy.

▼ **Winter** has cool days, chilly nights and rarely, rainstorms. With snow capping the high peaks and low angled winter light, this season is especially beautiful for exploring the valley. The period after Thanksgiving and before Christmas is the least crowded time of the entire year. Peak winter visitation periods include Christmas to New Year's, Martin Luther King Day weekend in January, and Presidents' Day weekend in February. Reservations will

be helpful.

▼ **Springtime** is the most popular time to visit Death Valley. Besides warm and sunny days, the possibility of spring wildflowers is a big attraction. If the previous winter brought rain, the desert can put on an impressive floral display, usually peaking in late March to early April. Check our website for wildflower updates. Spring break for schools throughout the west brings families and students to the park from the last week of March through the week after Easter. Campgrounds and lodging are usually packed at that time, so reservations are recommended.

▼ **Summer** starts early in Death Valley. By May the valley is too hot for most visitors, yet throughout the hottest months, visitors from around the world still flock to the park. Lodging and camping are available, but only the most hardy will want to camp in the low elevations in the summer. Most summer visitors tour by car to the main points of interest along the paved roads but do little else due to the extreme heat.

Those wanting to hike will find the trails to Telescope and Wildrose Peaks are at their best in summer, but it is best to wait

## Temperatures

	Average Max	Average Min
January	65°F / 18°C	39°F / 4°C
February	72°F / 22°C	46°F / 8°C
March	80°F / 27°C	53°F / 12°C
April	90°F / 32°C	62°F / 17°C
May	99°F / 37°C	71°F / 22°C
June	109°F / 43°C	80°F / 27°C
July	115°F / 46°C	88°F / 31°C
August	113°F / 45°C	85°F / 29°C
September	106°F / 41°C	75°F / 24°C
October	92°F / 33°C	62°F / 16°C
November	76°F / 24°C	48°F / 9°C
December	65°F / 19°C	39°F / 4°C

▼ Record High: 134°F / 57°C July 1913

▼ Record Low: 15°F / -9°C January 1913  
Official weather station at Furnace Creek.

## Useful Books & Maps

The Death Valley Natural History Association is a non-profit organization dedicated to providing visitors to Death Valley National Park with a quality educational experience. These suggested offerings from our publications were chosen to help you plan your visit and make the most of the time you spend in Death Valley. Prices may change without notice.

▼ **A Traveler's Guide to Death Valley National Park** (Lawson) Beautiful color photographs, informative text and maps organized into chapters describing areas of the park to visit in one day. 42 pages. \$8.95

▼ **Best Easy Day Hikes: Death Valley** (Cunningham & Burke) Includes concise descriptions and simple maps of 23 short, easy-to-follow routes within the park. 120 pages. \$6.95

▼ **Hiking Death Valley: A Guide to its Natural Wonders and Mining Past** (Digonnet) A comprehensive guidebook providing 280 hiking/driving destinations ranging from easy day hikes to multiple-day treks. 542 pages. \$19.95

▼ **Death Valley SUV Trails** (Mitchell) This is a four-wheeler's guide to 46 interesting back road excursions in the greater Death Valley Region. 314 pages. \$19.95

▼ **Death Valley National Park Guide Map** (Automobile Club of Southern California) A detailed map including points of interest, lodging and restaurants, campgrounds, supplies and services with descriptions. \$4.95

▼ **Death Valley National Park: An Interpretive History** (Cornett) Filled with historic and professional photos, this guide provides a colorful introduction to this magnificent park and its history. Includes visitor tips, over-view map and park facts. 48 pages. \$7.95

▼ **Death Valley National Park Map** (Trails Illustrated-National Geographic Maps) Waterproof, tearproof, 100% plastic topographic map. Included back-country road descriptions, trails/routes, and safety tips. \$9.95

## Death Valley Natural History Association



P.O. Box 188  
Death Valley, CA 92328  
**1-800-478-8564**  
deathvalleyinha@earthlink.net  
www.dvnha.org

## Nearby National Park Areas

### California

- ▼ **Death Valley National Park**  
760-786-3200  
nps.gov/deva
- ▼ **Devils Postpile National Monument**  
760-934-2289  
nps.gov/depo
- ▼ **Joshua Tree National Park**  
760-367-5500  
nps.gov/jotr
- ▼ **Manzanar National Historic Site**  
760-878-2932  
nps.gov/manz
- ▼ **Mojave National Preserve**  
760-252-6101  
nps.gov/moja

- ▼ **Sequoia-Kings Canyon Nat'l. Parks**  
559-565-3341  
nps.gov/seki
- ▼ **Yosemite National Park**  
209-372-0200  
nps.gov/yose

### Utah

- ▼ **Bryce Canyon National Park**  
435-834-5322  
nps.gov/brca
- ▼ **Cedar Breaks National Monument**  
435-586-9451  
nps.gov/cebr
- ▼ **Zion National Park**  
435-772-3256  
nps.gov/zion

### Arizona

- ▼ **Grand Canyon National Park**  
928-638-7888  
nps.gov/grca
- ▼ **Pipe Spring National Monument**  
928-643-7105  
nps.gov/pisp

### Nevada

- ▼ **Lake Mead National Rec. Area**  
702-293-8990  
nps.gov/lame
- ▼ **Great Basin National Park**  
775-234-7331  
nps.gov/grba



# VISITOR SERVICES

# 11

## Furnace Creek Visitor Center

**(760) 786-3200**

The Visitor Center is operated by the National Park Service. Open 8AM-5PM daily. The Death Valley Natural History Association (a non-profit organization) operates the bookstore.

- ▼ **Museum**
- ▼ **Bookstore**
- ▼ **Information**
- ▼ **Orientation Programs**
- ▼ **Ranger Talks**
- ▼ **Evening Programs**

Visit our Website at:  
**nps.gov/deva**

## Furnace Creek Inn & Ranch

**(760) 786-2345**

Furnace Creek Inn & Ranch is privately owned and managed by Xanterra Parks & Resorts.

- ▼ **Motel**
- ▼ **Restaurants and Bars**
- ▼ **General Store**
- ▼ **ATM**
- ▼ **Gift Shops**
- ▼ **Swimming Pools**
- ▼ **Gas/Diesel** 24 HOUR W/ CREDIT CARD
- ▼ **Tire Repair & Towing**
- ▼ **Propane** 8AM - 4PM
- ▼ **Showers**
- ▼ **Laundromat**
- ▼ **Post Office**
- ▼ **Paved Airstrip**
- ▼ **Borax Museum**
- ▼ **Horse & Carriage Rides**
- ▼ **Golf Course**
- ▼ **Tennis Courts**

## Scotty's Castle

**(760) 786-2392**

Scotty's Castle is operated by the National Park Service. Living History tours are offered by park rangers. Hours vary seasonally. The concession is operated and managed by Xanterra Parks & Resorts.

- ▼ **Daily Tours of Castle**
  - ▼ **Self-guided Walking Trails**
  - ▼ **Museum**
  - ▼ **Bookstore**
  - ▼ **Gift Shop and Snack Bar**
  - ▼ **Gas Station** (UNDER REPAIR)
- Tour fees:**
- |                               |         |
|-------------------------------|---------|
| Adults.....                   | \$11.00 |
| Age 62 or over.....           | \$9.00  |
| Adults with a disability..... | \$6.00  |
| Children (6-15 years).....    | \$6.00  |
| Children under 5.....         | free    |

**Living History Tours:** Tour of the interior of the main house and annex by costumed guides conducted as if the year is 1939.

**Underground Mysteries Tour:** Tour of the castle's basement, tunnels and Pelton waterwheel.

## Stovepipe Wells

**(760) 786-2387**

Stovepipe Wells Village is a park concession, operated and managed by Xanterra Parks & Resorts.

- ▼ **Motel**
- ▼ **Restaurant & Bar**
- ▼ **RV Hook-ups**
- ▼ **Gas Station** 24 HOUR W/ CREDIT CARD
- ▼ **Convenience Store**
- ▼ **Gift Shop**
- ▼ **ATM**
- ▼ **Swimming Pool**
- ▼ **Showers**
- ▼ **Paved Airstrip**
- ▼ **Ranger Station**

## Panamint Springs

**(775) 482-7680**

Panamint Springs Resort is privately owned and operated.

- ▼ **Motel**
- ▼ **Restaurant**
- ▼ **Campground**
- ▼ **RV Hook-ups**
- ▼ **Showers**
- ▼ **Gas Station** 24 HOUR W/ CREDIT CARD

### Medical Services

- ▼ **Beatty Clinic**  
Beatty, NV (775) 553-2208
- ▼ **Pahrump Urgent Care Facility**  
Pahrump, NV (775) 727-6060
- ▼ **Death Valley Health Center**  
Shoshone, CA (760) 852-4383
- ▼ **Southern Inyo Co. Hospital**  
Lone Pine, CA (760) 876-5501
- ▼ **Nye County Medical Center**  
Tonopah, NV (775) 482-6233

### Auto Repair

- ▼ **Furnace Creek Chevron:**  
AAA Towing Service (24 hour)
- ▼ **California:** Baker, Bishop, Lone Pine, Ridgecrest
- ▼ **Nevada:** Beatty, Pahrump, Tonopah

### Church Services

Interdenominational Christian Worship on Sundays at 9:00 AM at the Furnace Creek Visitor Center Auditorium.

### Recycling

Join the National Park Service, Xanterra Parks & Resorts, U.S. Postal Service and Timbisha Shoshone Tribe by recycling. Look for recycling bins at the campgrounds, visitor center, ranger stations, post office and hotels.

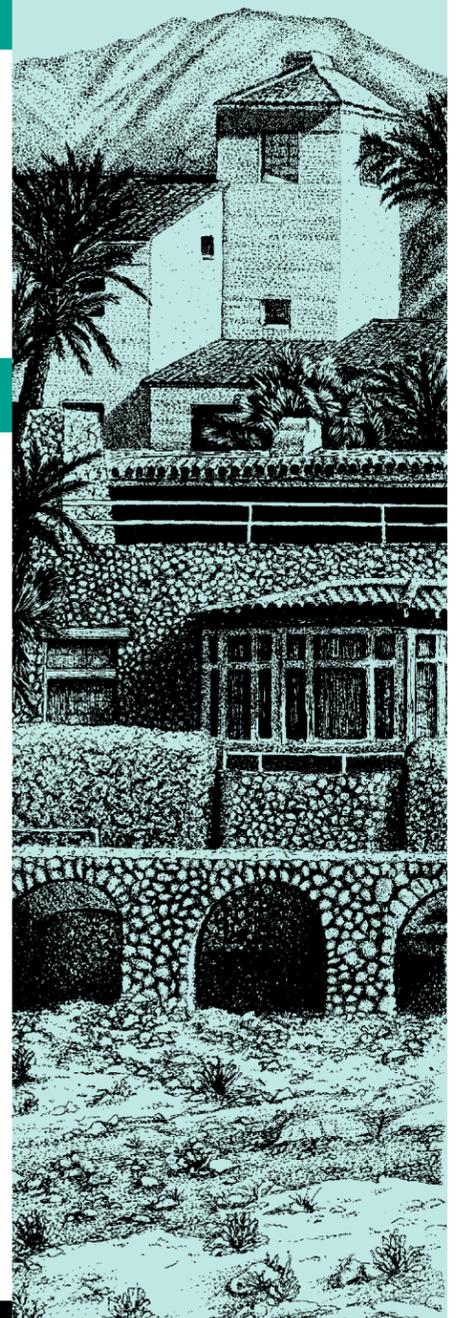
- ▼ **Aluminum cans**
- ▼ **Glass containers:** please rinse
- ▼ **Plastic bottles:** remove caps, rinse & crush

## Kids! You can become a Junior Ranger!

Want to have fun while exploring Death Valley? You can become a Junior Ranger with the **Junior Ranger booklet** that can be picked up at any Death Valley National Park Visitor Center. Just complete the right number of activities for your age and get your booklet signed by a Park Ranger. Upon completion of your booklet and after reciting the Junior Ranger pledge, you will receive your **Junior Ranger Badge**.

Why not join a Park Ranger for a **Junior Ranger Program** and receive a certificate? During the fall, winter or spring, stop by a Visitor Center at Furnace Creek or Scotty's Castle to check on availability, times, and locations.

Present your Junior Ranger certificate or completed Junior Ranger booklet at any Visitor Center bookstore and you can purchase a special **Junior Ranger Patch** for a small fee. What a great way to explore Death Valley!



Furnace Creek Inn

# DEATH VALLEY NATIONAL PARK



**It is unsafe & against the law to feed wild animals.**



## User Fee

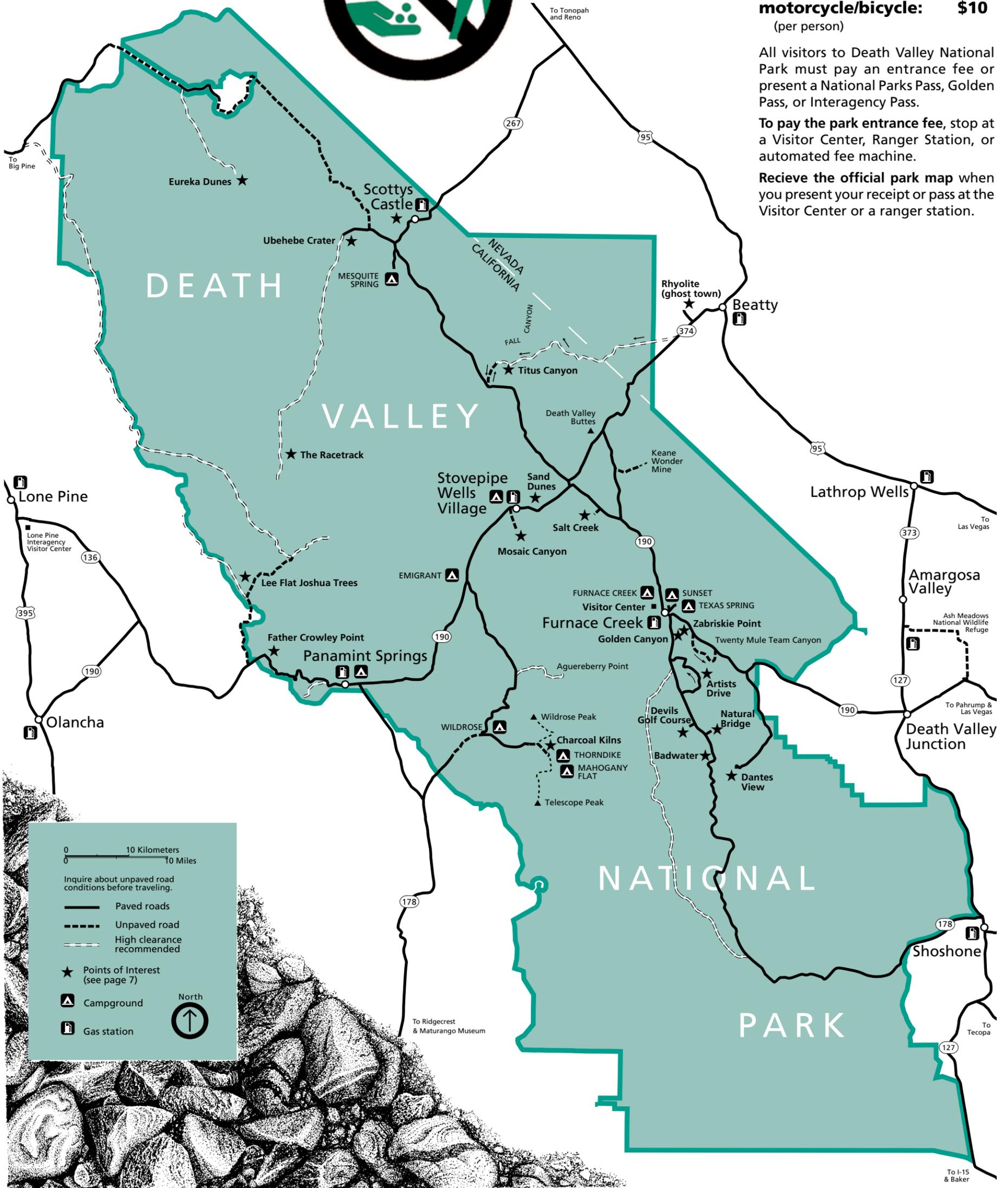
### Park Entrance Fee

**vehicle** (non-commercial): **\$20**  
**motorcycle/bicycle:** **\$10**  
 (per person)

All visitors to Death Valley National Park must pay an entrance fee or present a National Parks Pass, Golden Pass, or Interagency Pass.

To pay the park entrance fee, stop at a Visitor Center, Ranger Station, or automated fee machine.

Receive the official park map when you present your receipt or pass at the Visitor Center or a ranger station.



## A VISITOR'S GUIDE TO Death Valley National Park

**Articles & Information:**  
National Park Service Staff

**Illustrations:**  
Tah Madsen



P.O. Box 579 Death Valley, CA 92328  
**(760) 786-3200**  
[nps.gov/deva](http://nps.gov/deva)



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